# Mechanical Memories - Magazine

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The only UK magazine for collectors and enthusiasts of vintage coin-operated amusement machines

# Mechanical Memories Magazine

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### **Editorial**

Hello, and a happy New Year to you all (although by the time you get to read this it will probably be nearly Easter). Due to personal commitments, the magazine had to take a back seat this month, so it's just as well I didn't make any New Year's resolutions with regard to getting the magazine out somewhere near the beginning of the month. Many thanks to all those who have written articles for this issue, which meant I didn't really have to do much. Unfortunately, it does mean that I've almost used up my stock, so please keep them coming in.

Now, I'm afraid the old cock-up gremlin's struck again! Last month I had to own up to getting the date wrong on the front of the November magazine. Since then I've learnt that the telephone number included in the Classic Amusements ad. on the back page has been incorrect since last May! Apologies to Simon Stern and to anyone who may have tried to contact him by 'phone. I've no idea how this happened, as each month I always copy and paste the 'phone number and email address etc. from the previous month's ad. Anyway, it's corrected now – please see page 24 in addition to Simon's usual ad.

Well, that's about all for now. It's been a mega rush to get this one out, so no doubt it will be riddled with even more spelling mistakes and wrong numbers......sorry!

Till next time

All the best

**Jerry** 

# **News and Coming Events**

#### Popular book is still available

For some months now, there has been a rumour circulating that stocks of the book **Arcades and Slot Machines**, by Paul Braithwaite are exhausted and that it is no longer available. I learnt some time ago that this is untrue and that the publishers (Carters) do still have stock. For any newcomers to our hobby who do not posses what is popularly known as 'Carters book', this is an absolute must. Considered as the slotties' bible, it is an invaluable reference source, with an A-Z of British manufacturers (and lots of nice pictures)! The book is available from David Lavender (the slotties' book man) at just £12. See page 27 for ordering details.

#### **Bonhams 2009 Sales**

I spoke to Laurence Fisher recently, and he tells me that the bulk of slot machine lots on offer at Bonhams auctions will be concentrated at the Knowle sales rather than London. Although Knightsbridge is more easily accessible for people like me living in the South East, Knowle is more centrally located and doesn't have the same parking problems as Knightsbridge. I went to the last Knowle sale, and it was a most enjoyable day, although it was a bit of a treck from down here, but I certainly hope to get back this year.

#### **MMM Spring Auction?**

Well, we've only just got the Coventry auction out of the way, and several people have already asked if we'll be holding a spring event. The last two Sarratt auctions have been most enjoyable, although the attendance last year was disappointing. To be honest, I'm not sure there's room for two big slotties auctions a year, certainly not in the current climate, but I haven't totally ruled out a spring bash. Certainly, if a large consignment of machines comes along, I'd be more inclined to go ahead with a spring auction. So if anyone wants to dispose of their collection, let me know.



# Dates for your diary

**Chicagoland Show** 3<sup>rd</sup> – 5<sup>th</sup> April Illinois, USA

**Brighton Jukebox Show** 18<sup>th</sup> & 19<sup>th</sup> April Brighton Racecourse

**Bonhams Fine Mechanical Music Sale** 28<sup>th</sup> April Knightsbridge

**Bonhams Mechanical Music & Collectables Sale** 12<sup>th</sup> May Knowle, Nr Coventry

**Great Dorset Steam Fair** 2<sup>nd</sup> – 6<sup>th</sup> September Tarrant Hinton, Dorset

**Bonhams Mechanical Music & Collectables Sale** 29<sup>th</sup> September Knowle, Nr Coventry

**Jukebox Madness** 10<sup>th</sup> & 11<sup>th</sup> October Kempton Park Racecourse

**Bonhams Fine Mechanical Music Sale** 10<sup>th</sup> November Knightsbridge

MMM Vintage Slot Collectors' Show & Auction 29<sup>th</sup> November Coventry (provisional)

# 'AVE A GO

#### By Terry Selby

As a restorer of certain types of slot machines, I thought for a change I would break away from the stories of fairs and arcades, to give you a candid version of the challenges, frustrations and the testing of one's patience, the results from the restoration of these old mechanical marvels. Those of you who have trodden along this path will know exactly what I mean, and to the novice, prepare to be initiated. In the beginning, your enthusiasm is at a high, as you roll up your sleeves to do battle with that hideous piece of junk on your workbench. It's an allwin, so let's make a start.

Step one. Examine the wreck in front of you. Try not to be disappointed when pieces start to fall off while doing your inspection. This is quite normal, and should not

deter you from your task.

Step two. Check for the dreaded woodworm. Nasty fellows! If there is any sign of a visit, do not despair. There's plenty of stuff on the market to zap 'em with, and if they have already cleared off, pump the holes anyway, just to be on the safe side. You will probably find that the cabinet has taken quite a thrashing during its lifetime, but underneath all those coats of varnish, paint and other unknown gunge, there is usually some really nice woodwork that would benefit from some careful polishing. I'd like to bring to your attention what I mean by 'careful polishing'. There is a distinct difference between the lovely patina of old wax polished wood that should not be stripped in any circumstances, to the horrible crud build up that hangs on many of these old machine cabinets. If this is the case, then strip it right back to the bear wood, and take your time, don't rush it! Remember, the more effort you put in, the better the finish.

Step three. Examine the mechanism. More often than not, many parts will probably be stiff to operate, or seized up altogether with rust. Don't despair, I've had 'em virtually welded together with the stuff. I find the best way of dealing with the problem is to carefully remove the mechanism from the back of the game board and submerge it in a bowl of paraffin. Leave it for a week if necessary, we're in no hurry. It takes as long as it takes! After the paraffin has done its work, and with a little bit of gentle persuasion, you'll find that you should be able to dismantle the parts. If not, as a last resort there's always nitro-glycerine. (The wife's suggestion, not mine). Should you be worried about remembering how it all goes back together, then do plenty of drawings and mark everything. Place the parts in a box to keep them safe. To remove the rust and clean up the metal, nothing works better than wire wool. It removes skin as well, so be careful of your fingers!

The next step is to inspect the cabinet furniture, knobs, payout cup, coin entries etc. Normally they have a chrome finish, which over the years of constant play tends to wear off. Under no circumstances be tempted to get them rechromed. Buff these parts just enough with very fine steel wool to bring up a dull shine. They'll look great.

Now, before I go any further, let me warn you about one major problem that can arise – THE WIFE. They just don't understand our passion (apologies to those who do). Let me give you an instance. I've just pulled into the drive and about to unload my latest tired machine, and there she is standing on the doorstep, arms folded, with a frown on her face you could plant seeds in. You decide the soft approach. "Hello my sweet", this is met with "Thought you were taking rubbish up the tip, not bringing it back!" You try to explain that this is a valuable machine and once you've done it up it will look great. The reply comes back, "Wish I could say the same about my kitchen that's been hanging around for two years! An' what about that place we call the bathroom!" See what I mean? No sense of priority! Let's move on.

As you continue with your project, it's possible you'll find parts missing or broken. Do not despair. If you're a practical sort of person and can do general DIY, you'll be surprised what you can turn your hand to. This isn't exactly rocket science as many of these machines were pretty damn crude in their construction. Many of the simpler parts can be made by yourself, especially if you've got the old broken part to use a pattern.



Oliver Whales Have a Go allwin 'before'. Front Cover, the same machine 'after'.

So dig out your old files, hacksaw, drills etc. and have a good hunt round in your *might come in handy one day* pile of crud, and I'll bet you'll find something that will do the job. Some parts that require some skill to make would be better off obtained from the 'Allwin Spares' section in the Mechanical Memories Magazine. Incidentally, I once made an allwin out of complete and utter junk that had been lying about in my garage for years, but I'll tell you about that another time.

Going back to the cabinet, here's a few tips you might find useful. Strip off! No, not you, strip off as much of the crud as possible with paint and varnish stripper. Next, wash and scrub the timber down with course wire wool and white spirit, then leave till bone dry. Assuming the cabinet is oak, I suggest in using a wood scraper first and then carry on with various grades of sandpaper, or if you can get it 'Corisil abrasive paper'. It's a lot tougher! Start rubbing down with the grain of the wood using the course grade 36-40 or 50 going up to the finer grades 80-100-160 and above to finish. I know all this may sound boring, and it is boring, but remember, preparation is the most important task of all.

When you are satisfied with your rubbing down (and I never am), I suggest you stain it to a chosen colour, say, medium oak. This will help hide some of the old blemishes in the wood and give it some life. I find the spirit based stains are the best ones to use as they penetrate deep into the wood. So if you accidentally knock your cabinet, you won't lose the colour, unlike the all in one stain varnishes (avoid 'em). But please note: make sure there are no sanding marks in the wood, especially across the grain. The stain will make them look terrible, and all your hard work will be ruined.

For the finishing coats, try Ronseal satin finish. Three thin coats should do it, or four if you want, but no more. Rub down between coats when properly dry using the same paper they use for matting down car paint (used dry). It's super fine and gives a fabulous finish. After you've applied all the coats, leave for at least a week to harden off, then (this is the good bit) get some proper spirit based furniture wax (you know, the orangy yellow stuff in a flat tin mother used to use). NOT SILICONE. Then, put a nice lump onto some 00-00 fine wire wool and very gently rub with the grain over the wood, and then buff. Do not overdo this procedure. What this does is remove any bits of dust that may have settled into the wet varnish when applying, and takes away that new fresh look. It also gives a nice feel to the touch and creates a good base for future waxing.

So there you have it! I have written this mainly to encourage those who are a bit wary about tackling these jobs. I say to you – find a wreck and have a go! Patience is the key word here. Don't rush it, there's no hurry. Make it a project, and you should end up with something to be proud of. And who knows? Even the wife might like it!!

Must go now, gotta start on the kitchen!

Terry Selby

# Restoration dips



By Stuart Dale

#### Any Old Iron

Have you ever spent hours working away on a replacement part for your beloved vintage slot machine? Maybe a link arm on an allwin or some other small metal component that you had to make because you can not find an original replacement.... Ok, you have done all that hard work but the new part sticks out like a sore thumb, new and shiny. On some machines you can paint it to match the other parts, on others it has to be bare metal.

One way to tone it down and help to stop it rusting is to heat the part on a gas ring or with a blowlamp until it changes to a dark purple colour and then at <u>arms length</u> quickly submerge the part in <u>clean</u> engine oil and leave until cool. The part will come out a dark purple/black colour and the oil will provide some rust protection. All it will need then is a buff up with a soft rag before fitting.

I also recommend that you only do this process in the open air, as the smell of burning oil will last for a long time if done in your workshop. And <u>never</u> try this in your home! Take my word for it, your other half will not like it!!!!

Have Fun....

#### Health & Safety

Please take care when working with blowlamps and hot metal, and always ware the correct hand and eye protection equipment for your own safety...

# **How I Started My Collection**

#### By Richard Brewerton

I can easily trace back to when I first took an interest in fairgrounds and slot machines, to the summer of '66 in fact. I was sixteen, still at school, and in the spring of that year three of us went on our first holiday without parents. Pretty exciting stuff at the time, though laughable now, we went camping on Hayling Island. One of the parents took us there, helped pitch the tent, showed how to use the Primus stove, then left us to fend for ourselves, returning a week later. I think they were expecting to get a phone call to say "help", but we survived. My memories of that week are that we didn't have much money, it rained and all our gear got wet, and we spent most of the time on the beach, hanging around the fair and trying to chat up girls. In that respect, the swinging sixties didn't swing our way, life was a lot more innocent then.

Towards the end of our week, one morning whilst mooching around the fair, the guy on the dodgems asked if we wanted a free go. The fair was quiet and they wanted to run the cars to drum up some trade. Say no more and we were in. For about half an hour we drove round and round having a rare old time until we'd attracted enough punters then we had to get out. Needles to say, we were back the next day to see if they

needed any more help.

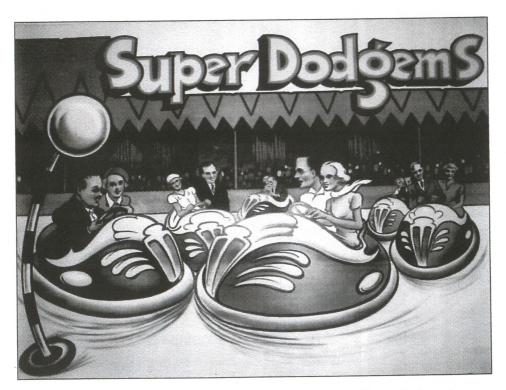
Later that year, I managed to go back for the summer holidays, and got a job on the dodgems. I remember we started at 10.00 in the morning removing the covers and sweeping up around the machines, and they would run some of the rides empty to let folk know the fair was open. As well as the dodgems, there was a big wheel, ghost train, gallopers, helter skelter, juvenile rides, arcade, plus assorted side stalls and food kiosks. There were twenty cars on the dodgems and once things got going two of us worked them, collecting the cash and passing out change. No tokens in those days. The fair closed at 11.00 at night, so it was a long day but I didn't mind, I was having the time of my life. The pay wasn't great but a lot of people lost change from their pockets into the cars, so we'd keep an eye out and pick up quite a bit during the day. This I spent on staff discount food from the café, mostly chips as I remember, and playing the machines. One particular allwin I found seemed fairly generous and I took a lot of chocolate out of it. I suppose it's a good thing that this was only a summer job or I'd probably be dead now on that diet. Strangely, I now have a chocolate allwin, maybe the same type a I played years ago, and I still like chocolate.

One weekend that summer, the fair was suddenly filled with a huge gang of rockers. They were probably only a few years older than me, but with all the long hair and leather jackets when they swarmed on to the dodgems it was a bit scary, especially as I had the job of trying to collect their money. As soon as the cars were full the ride would

start, and after paying in the cash we would have to jump on the backs of the car, hanging on the pole to pay back the change. Whilst doing this, one guy turned around to me and drove straight into the sprung boards around the track. The car was catapulted back into the centre and I was somersaulted head down into the car on top of him. I thought my number was up then, but he was alright, I guess he felt a right Pratt. Then on another occasion after collecting the fares and walking across the track to the cash booth in the corner, two girls ran me over. The rubber bumper catches you just above the ankles and knocks your feet away. They thought it was a good laugh though. No health and safety in those days.

But looking back, I had a great time that summer. The hours I spent in that arcade must have planted a seed somewhere, which I would eventually come back to. Alright, maybe forty years later, but I got there in the end.

#### Richard Brewerton



Just to fill up this space, here's an old postcard of some 'Super Dodgems'.

# Letters to the Editor

Dear Jerry

Just a few lines to say thankyou for the hard work you put into the magazine each month and for the excellent auction at Coventry last month. I am what you would call a 'newbie' and this was my first auction, and I'm very much looking forward to the next one.

I've attached a picture that a friend gave me sometime ago. He is not a collector, and just gave me the picture because he thought I might be interested. The point is, what is it? It's called Violetta and is obviously coin-operated but I can't work out what it does. I wondered if it might be some sort of fortune telling machine but the glass on the front seems to be blank and I thought there should be some artwork behind it. And also, how old is it? I just wondered if you or any or your readers might have any ideas.

Kind Regards

Paul Boreman



#### Dear Paul

Many thanks for your letter (actually, it was an email), it's always good to hear from readers, whether they be newcomers or long established collectors whom I may have known for years. I think your mystery machine is a perfume dispenser, but I'm not 100% certain. I'm pretty sure that these machines, which were popular in the early years of the twentieth century, dispensed a 'squirt' rather than a small bottle. The glass on the front is probably a mirror, although why anyone would need to look at themselves while applying perfume is beyond me, but then women are generally beyond me anyway! My wife can't walk past a mirror without spending three hours admiring herself and rearranging every single individual hair. As for age and maker, I'm afraid I can't help. Violetta sounds vaguely Italian, but languages were never my strong point, and to be honest, Italian doesn't seem likely. Does anyone else out there have any ideas?

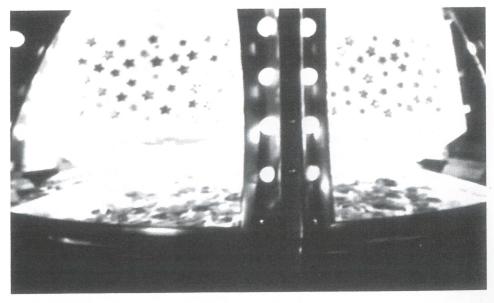
**Jerry** 

# Summer 1966 Penny Arcade Memories (Part 2)

#### By Robert Rowland

I am sure you all enjoyed my first article, which appeared in MMM issue 25 (July 08). Here is the final part of my 1966 penny arcade memories in Mablethorpe. One real earner at the time was a giant of a machine called **Moonraker** – us kids called it Crater machine. You inserted a penny in one of four slots per section, your penny dropped through a section of about forty pins shaped as stars, then dropped onto the playfield which resembled the surface of the moon, with about ten craters in each section of the machine. These craters would hold so many coins before dropping the contents, ranging from 4d to about 12d, a direct hit on a crater increased your chances.

Moonraker was built with a ledge (just about knee-height) all the way round. We used to sneak in two of the arcades that had this machine, check the coast was clear of any attendants, then 'knee it'!! The vibration would cause various craters on each section



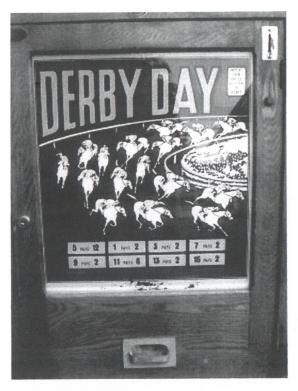
Moonraker, which I believe was produced by Cromptons. Can anyone confirm? Ed.

to tip their load. We shot round each of the six sections, scooped the pennies out of each tray then ran out. We did this on various occasions without ever getting caught. One day we noticed some braver lads actually lifting the machine a few inches off the floor and then dropping it! They collected even more coins than we ever got. Dread to think what would have happened had it actually toppled over!

My love for the Ruffler & Walker electro-mechanical Derby Day stems from the money I used to take out of it as a kid. In 1966 I managed to work out the sequence leading up to the 12d win, which we called the bob. The run in sequence was Horse 6, 8, 14, 4, 12, then 5 pays 12d. On a busy day we would hang around this machine watching

every go, hoping as the bob got nearer the punter would leave it for us!

In later years, I realised that the GPO uniselector in this machine simply moved one position only, every coin, so on each full cycle the 5 horse would come around and pay 12d. But at the time as a kid, I just knew that I had worked out the sequence, when the bob was near and would come up. Initially, I could have had the full sequence written down, but for some reason was happy to know what I knew about the bob – the main reason this being the big money!



R & W Derby Day wall machine.

Another massive memory from 1966 was going round all the penny pushers in every arcade. We were looking on the playdecks for various pennies with certain dates – 1912H and 1919H comes to mind. I think we were given 3d or 6d for those particular dates. There was this older lad whose parents owned the local coin and stamp shop, who kept coming round looking and asking for various dates. Once he gave me 2/6d for a 1953 penny. This was nice easy money at the time and 2/6d bought a lot of pop and sweets at the local shop! So we were flying from arcade to arcade checking the decks of the **Penny Falls**, **Cake Walk**, **Bulldozer**, **Beachcomber** pushers (to name a few) looking for rare pennies. The lad's parents used to be down most nights, doing exactly the same. I remember at the time we did know about the 1933 penny being quite valuable, but the true value was not known. I feel sure as kids, if our mate had offered us a quid for a 1933 penny, we would have accepted!

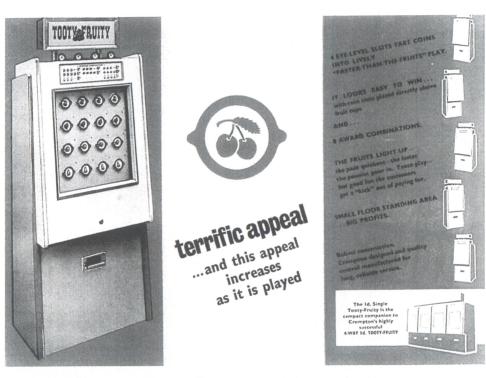
In one local arcade we had eight Bradley **Super Challengers** (back to back). We made good money out of these because, we worked out, even though there are ten winning columns (all paying 5d) and one lost column in the middle, we knew that the penny could only go in four of the winning columns (plus the lost in the centre) as pins were protecting sections 1, 3, 5, 7, 9, 11, so we simply hung around these eight machines waiting for sections 2, 4, 8, 10 to fill up. We made a lot of money in one day, hanging around these machines. At the time, these Challengers rated as one of our top earners in one busy day! Unfortunately, only one arcade had these, but at least there were eight to go at. The protected columns were simply so that the machine always had six full columns ready to drop, and was a tempter for punters not in the know.

The final memory was a bit of a fiddle, it concerned Cromptons Tooty Fruity. We had two single unit machines in one arcade. Initially, we had walked in one morning just as the arcade had opened, and spotted this LF key in the top section of one of the units (just behind the coin entry holes). We turned the key and one symbol lit up on each row, I think it was the 3<sup>rd</sup> cherry, 2<sup>nd</sup> plum, 1<sup>st</sup> orange and the 3<sup>rd</sup> bell. This was a sort of attract mode. When the machine was first switched on in the morning, all symbols would be blank (nothing lit). By inserting this key and turning, it would light one symbol on each row, just to attract and give it that player appeal. Of course, as the day progressed and punters played the machine, we hung about until one of those key symbols needed lighting to complete a winning row (say the bells had 1, 2 and 4 already lit). We kept a look out for any attendants, inserted and turned the key, which then lit up one in each row, which included bell 3 to make a lighted row of four bells, which paid out 12d. We grabbed the money and legged it. As kids, we became scared of getting caught using this key and I recall we decided that this trick was too risky. Probably a wise move I think, because the attendants could pop up from nowhere and be stood behind you, very risky at the time. I recall we dropped the key down the drain.

As I stated in my first article, these penny arcade memories were very happy days. I believe the 1960s were the best times for being a kid and playing the slots, with the introduction of the electro-mechanical stuff. Some may differ and say the 1950s were the best, with the bagatelle games and the allwins. Whatever, they were all truly wonderful times when aged 12.

I hope you all enjoyed this nostalgic look back. The best days have gone, but certainly not forgotten.

#### Robert Rowland



Original 1966 flyer for Cromptons Tooty Fruity.

Lineage ads. are free to subscribers and will run for two issues, unless you Electric Travelling crane, in original instruct me otherwise. Please ensure I condition. Wooden case, cast iron feet. have your ads. by the 20th of the month Phone for details. for inclusion in the next month's issue. Remember to include your telephone number and the area where you live. Post or e-mail to the address on page 2

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Rob. 01507 473639 Email: robert rowland2001@yahoo.co.uk

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#### Saxony type ball release levers

Suitable for all Saxony and early British allwins, Hawtins, Oliver Whales, Parkers etc.

Limited stocks available

£12 each inc. UK p&p 3 for £25 inc. UK p&p

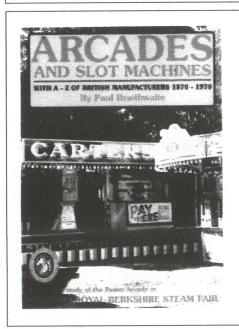
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I have the right machines with 25 years experience of running such an enterprise

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## **ARCADES**

AND SLOT MACHINES

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Price £12

See page 27
For ordering details

#### **ALLWIN TRACK**

Grooved & chromed just like the original.

Inner with flat & nipple 171/2" inside length Middle 18" inside length Outer 40" inside length

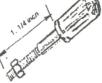
#### **ALLWIN SPARES**

From Stock

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Win Tabs Red printer on Silver los sticky acked 12 on a sheet



CHROMED THUMB STOP



COIN SLOT to suit 2p but can be filed bigger

#### **PRICE LIST**

N01 Win Tabs (12 per sheet) £15.25

N02 Ball Gallery £12.55

NO3 Thumb Stop £6.25

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N09 Payout Knob Shield £9.95

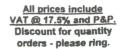
N10 Payout Knob & Sleeve £11.95

N11 Ball Hammer £4.95

N12 Ball Cups 1-5 £9.99each 6-10 £7.99each 11+ £5.99each

N13 Spandrells £14.99

N14 Allwin Track inner £19.00 middle £19.00 outer £23.50 set of 3 £47.00





CHROMED 7 ball win gallery, 6 x 1, 9/16



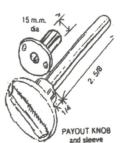
CHROMED ARROWS Reversable.



10 m.m dia

CHROMED PAYOUT BOWL CHROMED KNOB SHIELD





2 x tapped M5 fixing holes on







HAMMER

2.5 inch dia cup 2 x 0.25 inch fixing

squares at 3.75 inch centres.

# Notice!

Apologies to Simon Stern of Classic Amusements and to those of you who have tried to contact him by telephone in recent months.

Please note that the correct number is

#### 01425 472164

Simon has a large stock of machines available for sale, which include:

Full set of Bollands working models, plus an additional Pharaohs Tomb

A rare clockwork Nelson Lee fortune telling model

Several rare vending machines, including a nice Nestles vendor with original glass insert

Plus lots of books and sets of magazines on the hobby from the USA

Plus lots more – call for details

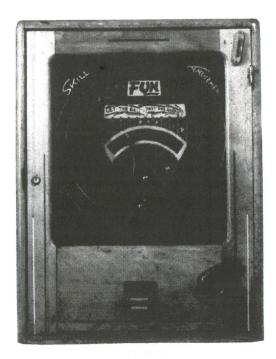
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See also Simon's ad, on the back cover

### Bonhams

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To appear with other vintage slot machines in Knowle, 12 May Estimate: £300 - 400

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## **Book Shop**

#### Collector's Guide to Vintage Coin Machines

(2nd edition with revised priceguide) by Dick Bueschel.

Chapters on scales, vending, arcade, slots, jukes, pins and stimulators. Attractive book, well researched and illustrated, featuring 700 machines all in colour.

Hardback, 220 pages. Price: £32.40

#### Vintage Trade Stimulators and Counter Games by Dick Bueschel.

Detailed descriptions of the machines, dates, manufacturer production data, plus over 800 pictures, a price guide and a wealth of historical context, will make you an instant expert on these previously under-represented coin-ops.

Hardback, 264 pages, 792 colour, 24 b/w photos. Price: £29.50

### Collector's Treasury of Antique Slot Machines from Contemporary Advertising (1925-1950) by Peter Bach.

This fat volume makes an excellent collector's source book. It is packed with hundreds of pictorial slot machine advertisements reproduced from The Billboard (the foremost American weekly trade paper) from 1920-1950 of one arm bandits, gambling machines, console machines, trade stimulators, pinball machines, novelty vending machines, etc. Hardback, 479 pages, b/w. **Price: £25** 

#### Slot Machines of Yesteryear - Mills of the Thirties Operator's Companion.

The spirit of the Mills Novelty Company in the hectic Thirties is conveyed in their product brochures, service literature, and in editorial matter from Spinning Reels (the company's own trade journal), together with press releases, promotional literature, advertising flyers etc. in The Billboard trade magazine. Excellent source book. Hardback, 192 pages, b/w. **Price: £15** 

#### Slot Machines of Yesteryear - Mills of the Forties Operator's Companion.

A source book reproducing a wealth of diverse material from the period: service manuals, parts lists, press releases, promotional literature, advertising flyers etc. tracing the progress of Mills Novelty Company's machines during the WWII-interrupted decade of the Forties. Hardback, 192 pages, b/w. **Price: £15** 

#### Slot Machines of Yesteryear - Watling Operator's Companion.

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Collecting the Game and it's History (with values) by Marco Rossignoli Second edition with price guide. The biggest and best single volume on the subject to date, it covers the whole topic from the '30s to the '90s in minute detail, with a listing of over 3000 games and over 900 colour photographs, including technical close-ups, flyers and rare pictures. Hardback, 320 pages, colour. Price: £49

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Pinball Memories: Forty Years of Fun 1958 –1998 by Marco Rossignoli Another superb book by the author of The Complete Pinball Book. This visual chronicle, with examples from the game's beginnings to the present day, devotes a separate chapter to fifty fascinating games, describing their features, cultural influences, design and artistic trends, historical connections and unique game rules. There is also a guide to values. Hardback, 273 pages, over 800 colour pictures. Price: £49

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The only licensed dealer in vintage slot machines

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